WHAT IS CLAIMED IS:

1.   A method of operating a wagering game, comprising:

        storing data in at least one database, said data being used for operating said wagering game;

        receiving, at a gaming terminal, a player card from a player, said player card including first media and second media distinct from said first media, said first and second media each providing information to said gaming terminal;

        performing a first function in response to comparing said information on the first media with said data; and

        performing a second function in response to comparing said information on the second media with said data.

2.   The method of claim 1, wherein said first function relates to tracking a player.

3.   The method of claim 2, wherein said second function relates to determining access to a restricted-access progressive game.

4.   The method of claim 1, wherein said second function relates to determining access to a restricted-access progressive game.

5.   The method of claim 1, wherein said first and second media are both bar codes.

6.   The method of claim 1, wherein said first and second media are both magnetic strips.

7.   The method of claim 1, wherein said first and second media provide radio frequency identification signals.

8.   The method of claim 1, wherein only one of said first and second media is a bar code.

9.   The method of claim 1, wherein only one of said first and second media is a magnetic strip.

10.   A gaming terminal capable of playing a wagering game, comprising:

        an input device for receiving a single player card from a player during said wagering game, said input device having at least one reading component for reading at least two media on said single game card; and

a display for displaying a randomly selected outcome of said wagering game in response to receiving a wager amount from a player.

11. The gaming terminal of claim 10, wherein said two media are both bar codes and said multiple reading components read bar codes.

12. The gaming terminal of claim 10, wherein said two media are both magnetic strip codes and said multiple reading components read magnetic strip codes.

13. The gaming terminal of claim 10, wherein one of said two media is a radio frequency identification signal and one of said multiple reading components is a receiver.

14. The gaming terminal of claim 10, wherein one of said two media provides information for determining access to a restricted-access progressive game.

15. The gaming terminal of claim 10, wherein one of said two media provides information related to tracking a player.

16. The gaming terminal of claim 10, wherein said two media are on the same side of said single game card.

17. The gaming terminal of claim 10, wherein said at least one reading component includes two reading components.

18. A method of operating a wagering game, comprising:

storing data in a first database and a second database;

receiving, at a gaming terminal, a player card from a player, said player card including first media and second media distinct from said first media, said first and second media each providing information to said gaming terminal;

using information from said first media to identify the player in said first database; and

using information from said second media to identify the player in said second database.

19. The method of claim 18, wherein said first database includes data for a casino player tracking system.

20. The method of claim 19, wherein said second database includes data for a restricted-access progressive game.

21. The method of claim 18, wherein said first and second media are on the same side of said player card.

22.   The method of claim 18, wherein said first and second media are different types of media.